

<div>Druidism</div> <div>1Master of Earth</div> <div>18"Hex, Damage, Instant</div> <div>6+ {5+}</div> <div>The Range of this spell can be measured from the caster, or from any Impassable Terrain Feature on the table. The target suffers D6 Strength 4{5} hits.</div>	<div>Druidism</div> <div>2Healing Waters</div> <div>12"Last one Turn</div> <div>8+ {7+}</div> <div>Augment</div> <div>The Range of this spell can be measured from the caster or from any Water Terrain Feature on the table. The target gains Regeneration (5+){(4+)}. </div>	<div>Druidism</div> <div>3Entwining Roots</div> <div>12"Last one Turn</div> <div>8+ {7+}</div> <div>Hex</div> <div>The Range of this spell can be measured from the caster or from any Forest Terrain Feature on the table. The target suffers -1{-2} Weapon Skill and Ballistic Skill, both to a minimum of 1. </div>	<div>Druidism</div> <div>4Spirits of the Wood</div> <div>12"Last one Turn</div> <div>9+ {8+}</div> <div>Augment, {Universal}</div> <div>All models in the target unit are considered to be within a Forest. {If the target is a friendly unit, it gains Strider (Forest).} </div>
<div>Druidism</div> <div>5Stone Skin</div> <div>12"Last one Turn</div> <div>10+ {9+}</div> <div>Augment</div> <div>The Range of this spell can be measured from the caster or from any Hill Terrain Feature on the table. The target gains +2{+3} Toughness. </div>	<div>Druidism</div> <div>6Summer Growth</div> <div>24"Instant</div> <div>11+ {10+}</div> <div>Augment</div> <div>This spell has different effects depending on the Height of the largest fraction of the target unit's models (use the largest Height in case of a tie). Standard: Raise 5{7} Wounds. Large: Raise 2{3} Wounds. Gigantic: Raise 1{1} Wound. </div>	<div>Druidism</div> <div>A Fountain of Youth</div> <div>12"Instant</div> <div>Augment, Focused</div> <div>The target or its unit Recovers {Raises} 1 Wound. No single model can Recover (or Raise) more than 1 Wound per Phase from this spell. </div>	<div>Druidism</div> <div>TThe Oaken Throne</div> <div>4+CasterRemains in play</div> <div>If the caster has The Oaken Throne in play when certain spells are cast by the caster, the {augmented} version is used. In that case, use any text marked with { } and ignore any red text. For the Attribute Spell, The Oaken Throne must be in play when the Spell triggering the Attribute was cast. </div>

CROWN OF THE
WIZARD KING SPELL



THE IX AGE
FANTASY BATTLES

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